# Star Trek Decipher Players Guide

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The Player's Guide is a roleplaying game supplement published by Decipher in 2002. Contents Introduction, Thirty-Five Years of Star Trek, Species, Professions, Attributes, Development, Skills, Traits, Characteristics, Advancement, Equipment, Starships,

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The Player's Guide is the central book for the entire CODA Star Trek Roleplaying Game. All the information for creating a character, including the various Species, Skills, Professions, and Traits available to create a character. Decipher's Player's Guide Preview Images

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The Star Trek Roleplaying Game Narrator's Guide is a role-playing game supplement published by Decipher in 2002. Contents Introduction, The series concept, Establishing the series, Running the series, Building episodes, Narrating episodes, Coda rules, Starship operations, Rewards, Starships...

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The Star Trek Customizable Card Game is an out-of-print collectible card game based on the Star Trek universe. The name is commonly abbreviated as STCCG or ST:CCG.It was first

introduced in 1994 by Decipher, Inc., under the name Star Trek: The Next Generation Customizable Card Game. The game now has two distinct editions, though both forms of the game have many common elements.

Star Trek Customizable Card Game - Wikipedia

Star Trek CCG 1st Edition is a Collectible Card Game based on the TV series Star Trek. It is published by Decipher from 1994 - 2003. It is designed by Tom Braunlich, Evan Lorentz, Bill Martinson, Jason Robinette and Roland L. Tesh. At first, Decipher acquired only the license for Star Trek: The Next Generation, but later on acquired the licenses for other Star Trek series and movies.

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Star Trek Roleplaying Game: Player's Guide by Decipher ... Star Trek Roleplaying Game Player's Guide cover Designer(s) Matthew Colville, Kenneth Hite, Ross S. Isaacs, Steven S. Long, Don Mappin, Christian Moore & Owen Seyler

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